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EAST Search History

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L1	1	("6282529").PN.	USPAT; USOCR	OR	OFF	2007/09/30 20:22
L2	24	("generate training" OR "generating training") AND (dither OR dithering OR "random noise")	USPAT	OR	OFF	2007/09/30 20:00
L3	35	("generate training" OR "generating training") AND (dither OR dithering OR "random noise")	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/09/30 20:00
L4	4	((("6282529") or ("5699487") or ("5417211") or ("6523016"))).PN.	USPAT; USOCR	OR	OFF	2007/09/30 20:59
L5	0	perturbing and "error range" and "training datum" and "measurement accuracy" .clm.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/09/30 21:00

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Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
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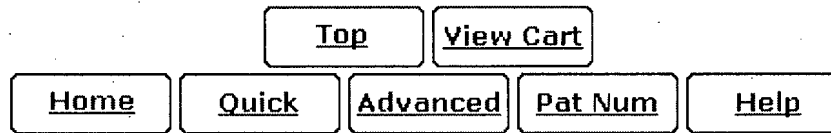
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Refine Search

PAT. NO.	Title
1 7,082,164	T Multimedia compression system with additive temporal layers
2 7,072,409	T Space multiplex radio communication method and radio communication apparatus
3 6,882,217	T Cubic spline predistortion, algorithm and training, for a wireless LAN system
4 6,803,970	T Digital television receiver with match filter responsive to field synchronization code
5 6,704,355	T Method and apparatus to enhance timing recovery during level learning in a data communication system
6 6,701,195	T Sensor prediction system utilizing case based reasoning
7 6,678,669	T Method for selecting medical and biochemical diagnostic tests using neural network-related applications
8 6,621,527	T Digital receiver with match filter responsive to field synchronization code in the final I-F signal envelope
9 6,577,960	T Liquid gauging apparatus using a time delay neural network
10 6,523,016	T Learnable non-darwinian evolution
11 6,392,705	T Multimedia compression system with additive temporal layers
12 6,384,858	T Suppression of co-channel NTSC interference artifacts when extracting training signal for a DTV receiver equalizer
13 6,369,758	T Adaptive antenna array for mobile communication
14 6,337,881	T Multimedia compression system with adaptive block sizes
15 6,282,529	T Method and apparatus for computer-supported generation of at least one artificial training data vector for a neural network
16 6,249,241	T Marine vessel traffic system
17 6,233,017	T Multimedia compression system with adaptive block sizes
18 6,081,301	T DTV circuitry for measuring multipath distortion based on ghosting of data segment synchronizing signals
19 5,699,487	T Artificial neural network read channel
20 5,578,761	T Adaptive piezoelectric sensor/actuator

- 21 [5,417,211](#) **T** [Method for the classification of field patterns generated by electrophysiological activities](#)
- 22 [5,390,258](#) **T** [Feature guided method and apparatus for obtaining an image of an object](#)
- 23 [5,156,370](#) **T** [Method and apparatus for minimizing multiple degree of freedom vibration transmission between two regions of a structure](#)
- 24 [4,912,549](#) **T** [Video signal synchronization system as for an extended definition widescreen television signal processing system](#)
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Citation & Abstract

IEEE JNL IEEE Journal or Magazine

IET JNL IET Journal or Magazine

IEEE CNF IEEE Conference Proceeding

IET CNF IET Conference Proceeding

IEEE STD IEEE Standard

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1 [A survey of RST invariant image watermarking algorithms](#)



Dong Zheng, Yan Liu, Jiying Zhao, Abdulmoteleb El Saddik

July 2007 **ACM Computing Surveys (CSUR)**, Volume 39 Issue 2

Publisher: ACM Press

Full text available: pdf(5.53 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

In this article, we review the algorithms for rotation, scaling and translation (RST) invariant image watermarking. There are mainly two categories of RST invariant image watermarking algorithms. One is to rectify the RST transformed image before conducting watermark detection. Another is to embed and detect watermark in an RST invariant or semi-invariant domain. In order to help readers understand, we first introduce the fundamental theories and techniques used in the existing RST invariant ...

Keywords: Digital image watermarking, Fourier-Mellin transform, ILPM, LPM, RST invariant, Radon transform, feature points, moments, template matching

2 [Highly Digital, Low-Cost Design of Statistic Signal Acquisition in SoCs](#)



Adão A. S. Júnior, Luigi Carro

February 2004 **Proceedings of the conference on Design, automation and test in Europe - Volume 3 DATE '04**

Publisher: IEEE Computer Society

Full text available: pdf(310.58 KB)

Additional Information: [full citation](#), [abstract](#), [index terms](#)

Presently, the gap between analog and digital processes is ever increasing. Although digital circuits are still obeying Moore's law, their analog counterparts follow far behind. Since signal acquisition, through ADC circuits is an often required feature, for many embedded applications the benefits of Moore's law have not been achieved. This paper presents our approach to take advantage of the increasing integration of technology for analog interfacing in SoC's, by converting the statistics of th ...

3 [Retrospectives II: the early years in computer graphics at MIT, Lincoln Lab, andd Harvard](#)



J. Hurst, M. S. Mahoney, J. T. Gilmore, L. G. Roberts, R. Forrest

July 1989 **ACM SIGGRAPH Computer Graphics , ACM SIGGRAPH 89 Panel Proceedings SIGGRAPH '89**, Volume 23 Issue 5

Publisher: ACM Press

Full text available: pdf(7.40 MB)

Additional Information: [full citation](#), [citings](#), [index terms](#)

4 Vector field visualization: Case study: visualizing ocean currents with color and dithering

Patricia Crossno, Edward Angel, David Munich

October 2001 **Proceedings of the IEEE 2001 symposium on parallel and large-data visualization and graphics PVG '01**

Publisher: IEEE Press

Full text available:  pdf(2.25 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This case study presents several related approaches to visualizing flow information from large vector volumes generated by ocean circulation modeling. Flow vectors are mapped to colored pixels to enable global views of dense three-dimensional vector fields. Each of the approaches starts by classifying vector direction into a small number of colors. One approach then uses scaled linear interpolation to blend between adjacent directional colors. Two other approaches use half-toning and dithering m ...


Keywords: color mapping, dithering, flow visualization, half-toning, vector field visualization

5 Macintosh human interface guidelines

Apple Computer, Inc.

January 1992 Book

Publisher: Addison-Wesley Publishing Company

Full text available:  pdf(37.61 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

Macintosh Human Interface Guidelines describes the way to create products that optimize the interaction between people and Macintosh computers. It explains the whys and hows of the Macintosh interface in general terms and specific details.

Macintosh Human Interface Guidelines helps you link the philosophy behind the Macintosh interface to the actual implementation of interface elements. Examples from a wide range of Macintosh products show good human interface design, including individ ...


6 Color image quantization for frame buffer display



Paul Heckbert

July 1982 **ACM SIGGRAPH Computer Graphics , Proceedings of the 9th annual conference on Computer graphics and interactive techniques SIGGRAPH '82**, Volume 16 Issue 3

Publisher: ACM Press

Full text available:  pdf(1.29 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Algorithms for adaptive, tapered quantization of color images are described. The research is motivated by the desire to display high-quality reproductions of color images with small frame buffers. It is demonstrated that many color images which would normally require a frame buffer having 15 bits per pixel can be quantized to 8 or fewer bits per pixel with little subjective degradation. In most cases, the resulting images look significantly better than those made with uniform quantization. < ...

Keywords: Dither

7 System architectures for computer music



John W. Gordon

June 1985 **ACM Computing Surveys (CSUR)**, Volume 17 Issue 2

Publisher: ACM Press

Full text available:  pdf(4.61 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Computer music is a relatively new field. While a large proportion of the public is aware of

computer music in one form or another, there seems to be a need for a better understanding of its capabilities and limitations in terms of synthesis, performance, and recording hardware. This article addresses that need by surveying and discussing the architecture of existing computer music systems. System requirements vary according to what the system will be used for. Common uses for co ...

8 E-Rulemaking 1: Automatically labeling hierarchical clusters



Pucktada Treeratpituk, Jamie Callan

May 2006 **Proceedings of the 2006 international conference on Digital government research dg.o '06**

Publisher: ACM Press

Full text available: pdf(526.02 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Government agencies must often quickly organize and analyze large amounts of textual information, for example comments received as part of notice and comment rulemaking. Hierarchical organization is popular because it represents information at different levels of detail and is convenient for interactive browsing. Good hierarchical clustering algorithms are available, but there are few good solutions for automatically labeling the nodes in a cluster hierarchy. This paper presents a simple algorithm ...

Keywords: cluster labeling, document hierarchy

9 Generating antialiased images at low sampling densities



Don P. Mitchell

August 1987 **ACM SIGGRAPH Computer Graphics , Proceedings of the 14th annual conference on Computer graphics and interactive techniques SIGGRAPH '87**, Volume 21 Issue 4

Publisher: ACM Press

Full text available: pdf(2.64 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Ray tracing produces point samples of an image from a 3-D model. Constructing an antialiased digital picture from point samples is difficult without resorting to extremely high sampling densities. This paper describes a program that focuses on that problem. While it is impossible to eliminate aliasing totally, it has been shown that nonuniform sampling yields aliasing that is less conspicuous to the observer. An algorithm is presented for fast generation of nonuniform sampling patterns that are ...

10 Modeling and rendering waves: wave-tracing using beta-splines and reflective and refractive texture mapping.



Pauline Y. Ts'o, Brian A. Barsky

July 1987 **ACM Transactions on Graphics (TOG)**, Volume 6 Issue 3

Publisher: ACM Press

Full text available: pdf(2.58 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

The graphical simulation of a certain subset of hydrodynamics phenomena is examined. New algorithms for both modeling and rendering these complex phenomena are presented. The modeling algorithms deal with wave refraction in an ocean. Waves refract in much the same way as light. In both cases, the equation that controls the change in direction is Snell's law. Ocean waves are continuous but can be discretely decomposed into wave rays or wav ...

11 Image analogies



Aaron Hertzmann, Charles E. Jacobs, Nuria Oliver, Brian Curless, David H. Salesin

August 2001 **Proceedings of the 28th annual conference on Computer graphics and interactive techniques SIGGRAPH '01**

Publisher: ACM Press

Full text available: pdf(8.39 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index](#)

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This paper describes a new framework for processing images by example, called "image analogies." The framework involves two stages: a *design phase*, in which a pair of images, with one image purported to be a "filtered" version of the other, is presented as "training data"; and an *application phase*, in which the learned filter is applied to some new target image in order to create an "analogous" filtered result. Image analogies are ...

Keywords: Markov random fields, autoregression, example-based rendering, non-photorealistic rendering, texture synthesis, texture transfer, texture-by-numbers

- 12 [Book reviews: Review of "Computer image generation" by B. J. Schachter. John Wiley and Sons 1983.](#) ☐

 Prusinkiewicz

May 1984 **ACM SIGGRAPH Computer Graphics**, Volume 18 Issue 2

Publisher: ACM Press

Full text available:  [pdf\(264.81 KB\)](#) Additional Information: [full citation](#)


- 13 [Special section: SIGGRAPH bowl](#) ☐

 Tomas Porter, Pat Hanrahan, Jim Blinn, Nick England, Rob Pike, Flip Phillips
August 1990 **ACM SIGGRAPH 90 Panel Proceedings SIGGRAPH '90**

Publisher: ACM Press

Full text available:  [pdf\(10.78 MB\)](#) Additional Information: [full citation](#), [index terms](#)

- 14 [Icons: a unique form of painting](#) ☐


 Russ Brami

September 1997 **interactions**, Volume 4 Issue 5

Publisher: ACM Press


Full text available:  [pdf\(14.01 MB\)](#) Additional Information: [full citation](#), [references](#), [index terms](#), [review](#)

- 15 [Protecting digital media content](#) ☐

 Nasir Memon, Ping Wah Wong

July 1998 **Communications of the ACM**, Volume 41 Issue 7

Publisher: ACM Press

Full text available:  [pdf\(1.02 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#), [review](#)

- 16 [Fluid coding and coexistence in ultra wide band networks](#) ☐

Daniele Domenicali, Guerino Giancola, Maria-Gabriella Di Benedetto

August 2006 **Mobile Networks and Applications**, Volume 11 Issue 4

Publisher: Kluwer Academic Publishers

Full text available:  [pdf\(478.75 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Time Hopping Ultra Wide Band (TH-UWB) commonly encodes the data symbols by shifting the position of the transmitted pulses by a quantity that is quantized over the inter-pulse interval range. In this paper, we relax the hypothesis of a discrete value for the time shift introduced by the TH code, by considering the possibility of generating real-valued codes that introduce time hopping in a "fluid" way. The effect on the power spectral density of generated signals is analyzed, and application of ...

Keywords: impulse radio, multi-user UWB communications, time hopping coding, ultra

wide band

17 LiteMinutes: an Internet-based system for multimedia meeting minutes ☐


 Patrick Chiu, John Boreczky, Andreas Girgensohn, Don Kimber
April 2001 **Proceedings of the 10th international conference on World Wide Web WWW '01**

Publisher: ACM Press


Full text available:  [pdf\(1.68 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: hypermedia systems, meeting capture, meeting support systems, multimedia applications, note taking, video applications

18 Dissertation Abstracts in Computer Graphics ☐

 January 1992 **ACM SIGGRAPH Computer Graphics**, Volume 26 Issue 1

Publisher: ACM Press

Full text available:  [pdf\(2.53 MB\)](#) Additional Information: [full citation](#)

19 Construction and optimal search of interpolated motion graphs ☐

 Alla Safonova, Jessica K. Hodgins
July 2007 **ACM Transactions on Graphics (TOG) , ACM SIGGRAPH 2007 papers SIGGRAPH '07**, Volume 26 Issue 3


Publisher: ACM Press

Full text available:  [pdf\(4.97 MB\)](#)  [mov\(22:37 MIN\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Many compelling applications would become feasible if novice users had the ability to synthesize high quality human motion based only on a simple sketch and a few easily specified constraints. We approach this problem by representing the desired motion as an interpolation of two time-scaled paths through a motion graph. The graph is constructed to support interpolation and pruned for efficient search. We use an anytime version of A* search to find a globally optimal solution in this gr ...

Keywords: human animation, motion capture, motion graph, motion interpolation, motion planning





20 Fast multiresolution image querying ☐

 Charles E. Jacobs, Adam Finkelstein, David H. Salesin
September 1995 **Proceedings of the 22nd annual conference on Computer graphics and interactive techniques SIGGRAPH '95**

Publisher: ACM Press

Full text available:  [pdf\(529.14 KB\)](#)  [ps\(211.52 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: content-based retrieval, image databases, image indexing, image metrics, query by content, query by example, similarity retrieval, sketch retrieval, wavelets

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Best 200 shown

Relevance scale ☐ ☐ ☐ ☐ ☐**21** [Interactive pen-and-ink illustration](#)

Michael P. Salisbury, Sean E. Anderson, Ronen Barzel, David H. Salesin

 July 1994 **Proceedings of the 21st annual conference on Computer graphics and interactive techniques SIGGRAPH '94**

Publisher: ACM Press

 Full text available: pdf(9.30 MB) ps(33.33 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We present an interactive system for creating pen-and-ink illustrations. The system uses stroke textures—collections of strokes arranged in different patterns—to generate texture and tone. The user “paints” with a desired stroke texture to achieve a desired tone, and the computer draws all of the individual strokes. The system includes support for using scanned or rendered images for reference to provide the user with guides for outline and ...

Keywords: comprehensible rendering, non-photorealistic rendering, prioritized stroke textures

22 [Course 13: A gentle introduction to bilateral filtering and its applications: A gentle introduction to bilateral filtering and its applications](#)

Sylvain Paris

August 2007 **ACM SIGGRAPH 2007 courses SIGGRAPH '07**

Publisher: ACM Press

 Full text available: pdf(27.35 MB) Additional Information: [full citation](#), [abstract](#)

- Image-based modeling and photo editing *Oh et al.* ACM SIGGRAPH conference (c) 2001, Association for Computing Machinery, Inc. Reprinted by permission. <http://doi.acm.org/10.1145/383259.383310>

- Fast bilateral filtering for the display of high-dynamic-range images *Durand and Dorsey* ACM SIGGRAPH conference (c) 2002, Association for Computing Machinery, Inc. Reprinted by permission. <http://doi.acm.org/10.1145/566570.566574>

- Bilateral mesh denoising *Fleishman et al.*

23 [The intrinsic bandwidth requirements of ordinary programs](#)

Andrew S. Huang, John Paul Shen

 September 1996 **ACM SIGPLAN Notices , ACM SIGOPS Operating Systems Review , Proceedings of the seventh international conference on Architectural support for programming languages and operating systems ASPLOS-**

VII, Volume 31 , 30 Issue 9 , 5

Publisher: ACM Press

Full text available:  pdf(1.03 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

While there has been an abundance of recent papers on hardware and software approaches to improving the performance of memory accesses, few papers have addressed the problem from the program's point of view. There is a general notion that certain programs have larger working sets than others. However, there is no quantitative method for evaluating and comparing the memory requirements of programs. This paper introduces the *bandwidth spectrum* for characterizing the memory requirements of a ...

24 Poster session 1: Noise aware behavioral modeling of the E- Δ fractional-N frequency ☐



synthesizer

Lei Yang, Cherry Wakayama, C.-J. Richard Shi

April 2005 **Proceedings of the 15th ACM Great Lakes symposium on VLSI GLSVLSI '05**

Publisher: ACM Press

Full text available:  pdf(259.26 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This paper presents the behavioral model of a E- Δ fractional-N frequency synthesizer in terms of different noise sources and non-ideal effects. To accurately predict the phase noise of the synthesizer, different jitter noise sources such as phase modulation (PM) noise in phase-frequency detector and divider, frequency modulation (FM) noise in VCO are properly depicted. The E- Δ modulator, with its divider value dithered and quantization noise dynamically injected to the PLL, i ...

Keywords: PLL, frequency synthesizer, jitter noise, phase noise

25 Adaptive colormap selection algorithm for motion sequences ☐



J. Furlani, L. McMillan, L. Westover

October 1994 **Proceedings of the second ACM international conference on Multimedia MULTIMEDIA '94**

Publisher: ACM Press

Full text available:  pdf(740.72 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We present a simple and intuitive algorithm for the quantization of full-color images which has been designed to apply to static images and motion sequences equally well. Our technique eliminates the perils of hardware colormap flashing which is inherent in other well known algorithms for selecting colormap representatives. We compare our technique with existing static image colormap generation techniques to show the quality of the resultant quantization.

26 Realistic materials in computer graphics: Realistic materials in computer graphics ☐



Hendrik P. A. Lensch, Michael Goesele, Yung-Yu Chuang, Tim Hawkins, Steve Marschner, Wojciech Matusik, Gero Mueller

July 2005 **ACM SIGGRAPH 2005 Courses SIGGRAPH '05**

Publisher: ACM Press

Full text available:  pdf(18.24 MB)

Additional Information: [full citation](#), [references](#)

27 Casting curved shadows on curved surfaces ☐



Lance Williams

August 1978 **ACM SIGGRAPH Computer Graphics , Proceedings of the 5th annual conference on Computer graphics and interactive techniques SIGGRAPH '78**, Volume 12 Issue 3

Publisher: ACM Press

Full text available:  pdf(979.06 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Shadowing has historically been used to increase the intelligibility of scenes in electron microscopy and aerial survey. Various methods have been published for the determination of shadows in computer synthesized scenes. The display of shadows may make the shape and relative position of objects in such scenes more comprehensible; it is a technique lending vividness and realism to computer animation. To date, algorithms for the determination of shadows have been restricted to sce ...

Keywords: Computer animation, Computer graphics, Hidden surface algorithms, Shadows

28 Multi-color and artistic dithering ☐



Victor Ostromoukhov, Roger D. Hersch

July 1999 **Proceedings of the 26th annual conference on Computer graphics and interactive techniques SIGGRAPH '99**

Publisher: ACM Press/Addison-Wesley Publishing Co.

Full text available:  [pdf\(5.80 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: artistic dithering, color halftoning, dither matrix, equilibration, non-standard links, side by side printing

29 A framework for realistic image synthesis ☐



Donald P. Greenberg, Kenneth E. Torrance, Peter Shirley, James Arvo, Eric Lafortune, James A. Ferwerda, Bruce Walter, Ben Trumbore, Sumanta Pattanaik, Sing-Choong Foo

August 1997 **Proceedings of the 24th annual conference on Computer graphics and interactive techniques SIGGRAPH '97**

Publisher: ACM Press/Addison-Wesley Publishing Co.

Full text available:  [pdf\(28.94 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: light reflection, perception, realistic image synthesis

30 Crisis management: Prediction of 9-1-1 call volumes for emergency event detection ☐

Hector Jasso, Tony Fountain, Chaitan Baru, William Hodgkiss, Don Reich, Kurt Warner

May 2007 **Proceedings of the 8th annual international conference on Digital government research: bridging disciplines & domains dg.o '07**

Publisher: Digital Government Research Center

Full text available:  [pdf\(593.68 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

A multi-dimensional linear predictor of 9-1-1 (emergency) call volumes was built and used to automatically detect emergency events. This is illustrated by analyzing the emergency calls generated in two emergency events in the San Francisco Bay Area. The predictor can help emergency service providers recognize the occurrence of anomalously large numbers of 9-1-1 calls and subsequently map the spatiotemporal extent of wide-scale emergency events such as earthquakes and fires, complementing the ...

Keywords: emergency response, public safety, telephone 911

31 Book reviews: Review of "Pattern Models" by N. Ahuja and B. J. Schachter. John ☐




Wiley and Sons 1983.


Prusinkiewicz

May 1984 **ACM SIGGRAPH Computer Graphics**, Volume 18 Issue 2


Publisher: ACM Press

Full text available:  [pdf\(264.81 KB\)](#) Additional Information: [full citation](#)

32 Value locality and load value prediction ☐

 Mikko H. Lipasti, Christopher B. Wilkerson, John Paul Shen
September 1996 **ACM SIGPLAN Notices , ACM SIGOPS Operating Systems Review ,
Proceedings of the seventh international conference on Architectural
support for programming languages and operating systems ASPLOS-
VII**, Volume 31 , 30 Issue 9 , 5

Publisher: ACM Press

Full text available:  pdf(1.36 MB)


Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Since the introduction of virtual memory demand-paging and cache memories, computer systems have been exploiting spatial and temporal locality to reduce the average latency of a memory reference. In this paper, we introduce the notion of *value locality*, a third facet of locality that is frequently present in real-world programs, and describe how to effectively capture and exploit it in order to perform *load value prediction*. Temporal and spatial locality are attributes of storage I ...

33 Artificial fishes: physics, locomotion, perception, behavior ☐

 Xiaoyuan Tu, Demetri Terzopoulos
July 1994 **Proceedings of the 21st annual conference on Computer graphics and
interactive techniques SIGGRAPH '94**

Publisher: ACM Press

Full text available:  pdf(360.96 KB)
 ps(4.18 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)


This paper proposes a framework for animation that can achieve the intricacy of motion evident in certain natural ecosystems with minimal input from the animator. The realistic appearance, movement, and behavior of individual animals, as well as the patterns of behavior evident in groups of animals fall within the scope of the framework. Our approach to emulating this level of natural complexity is to model each animal holistically as an autonomous agent situated in its physical world. To d ...

Keywords: animate vision, artificial life, autonomous agents, behavioral animation, locomotion control, physics-based modeling

34 Color gamut mapping and the printing of digital color images ☐

 Maureen C. Stone, William B. Cowan, John C. Beatty
October 1988 **ACM Transactions on Graphics (TOG)**, Volume 7 Issue 4

Publisher: ACM Press

Full text available:  pdf(6.06 MB)


Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Principles and techniques useful for calibrated color reproduction are defined. These results are derived from a project to take digital images designed on a variety of different color monitors and accurately reproduce them in a journal using digital offset printing. Most of the images printed were reproduced without access to the image as viewed in its original form; the color specification was derived entirely from calorimetric specification. The techniques described here are not specific ...

35 Simulation, optimization, and acceleration: B²Sim:: a fast micro-architecture simulator
based on basic block characterization ☐

 Wonbok Lee, Kimish Patel, Massoud Pedram
October 2006 **Proceedings of the 4th international conference on Hardware/software
codesign and system synthesis CODES+ISSS '06**

Publisher: ACM Press

Full text available:  pdf(387.39 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

State-of-the-art architectural simulators support cycle accurate pipeline execution of application programs. However, it takes days and weeks to complete the simulation of even a moderate-size program. During the execution of a program, program behavior does not change randomly but changes over time in a predictable/periodic manner. This behavior provides the opportunity to limit the use of a pipeline simulator. More precisely, this paper presents a hybrid simulation engine, named B²S ...

Keywords: basic block, micro-architecture simulation, program behavior

36 Digital rights management and watermarking: Tamper proofing and attack identification of corrupted image by using semi-fragile multiple-watermarking algorithm ☐

Soo-Chang Pei, Yi-Chong Zeng

March 2006 **Proceedings of the 2006 ACM Symposium on Information, computer and communications security ASIACCS '06**

Publisher: ACM Press

Full text available:  pdf(622.66 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)


We propose a novel semi-fragile multiple-watermarking algorithm based on quantization index modulation. This algorithm utilizes two quantization steps to yield the non-uniform intervals in the real-number axis. Each interval corresponds to one binary symbol, includes stable-zero (S0), unstable-zero (U0), stable-one (S1), and unstable-one (U1). In addition, visual cryptography is integrated with the watermarking algorithm to increase the watermark capac ...

Keywords: attack identification, multiple-watermark, semi-fragile watermarking, tamper proofing, visual cryptography

37 Sympathetic interfaces: using a plush toy to direct synthetic characters ☐

Michael Patrick Johnson, Andrew Wilson, Bruce Blumberg, Christopher Kline, Aaron Bobick
May 1999 **Proceedings of the SIGCHI conference on Human factors in computing systems: the CHI is the limit CHI '99**

Publisher: ACM Press

Full text available:  pdf(1.34 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We introduce the concept of a sympathetic interface for controlling an animated synthetic character in a 3D virtual environment. A plush doll embedded with wireless sensors is used to manipulate the virtual character in an iconic and intentional manner. The interface extends from the novel physical input device through interpretation of sensor data to the behavioral brain of the virtual character. We discuss the design of the interface and focus on its latest instantiation in the Swam ...



Keywords: physically-based interface, plush toy, sympathetic interface, synthetic characters, virtual worlds

38 Rotated dispersed dither: a new technique for digital halftoning ☐

Victor Ostromoukhov, Roger D. Hersch, Isaac Amidror

July 1994 **Proceedings of the 21st annual conference on Computer graphics and interactive techniques SIGGRAPH '94**

Publisher: ACM Press

Full text available:  pdf(691.60 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)
 ps(1.62 MB)

Rotated dispersed-dot dither is proposed as a new dither technique for digital halftoning. It is based on the discrete one-to-one rotation of a Bayer dispersed-dot dither array. Discrete rotation has the effect of rotating and splitting a significant part of the frequency impulses present in Bayer's halftone arrays into many low-amplitude distributed impulses.

The halftone patterns produced by the rotated dither method therefore incorporate fewer disturbing artifacts than the horizontal and ...

39 Steganography II: Adaptive steganography based on dithering



Elke Franz, Antje Schneidewind

September 2004 **Proceedings of the 2004 workshop on Multimedia and security
MM&Sec '04**

Publisher: ACM Press

Full text available: pdf(1.09 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This paper investigates possibilities to develop adaptive steganographic algorithms in general and especially for images as possible cover data. We exploit *dithering* as a means to gain image information that can be used by adaptive steganographic algorithms. First, we point out general possibilities for using this process for steganography and discuss advantages and drawbacks. Since the original dither criteria is not sufficient for steganography, we modify it and develop further algorithm ...

Keywords: adaptivity, image processing, steganography

40 On providing support for protocol adaptation in mobile wireless networks



Pradeep Sudame, B. R. Badrinath

January 2001 **Mobile Networks and Applications**, Volume 6 Issue 1

Publisher: Kluwer Academic Publishers

Full text available: pdf(146.48 KB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: adaptivity, mobility, protocols, wireless networks

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41 [Stochastic screening dithering with adaptive clustering](#)



Luiz Velho, Jonas Gomes

September 1995

Proceedings of the 22nd annual conference on Computer graphics and interactive techniques SIGGRAPH '95

Publisher: ACM Press

Full text available: pdf(462.38 KB)

ps(4.13 MB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: adaptive clustering, digital halftoning, dithering algorithms, space filling curves

42 [Safety: Cooperative collision warning using dedicated short range wireless communications](#)



Tamer ElBatt, Siddhartha K. Goel, Gavin Holland, Hariharan Krishnan, Jayendra Parikh

September 2006

Proceedings of the 3rd international workshop on Vehicular ad hoc networks VANET '06

Publisher: ACM Press

Full text available: pdf(507.06 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

The emergence of the 802.11a-based Dedicated Short Range Communications (DSRC) standard and advances in mobile ad hoc networking create ample opportunity for supporting delay-critical vehicular safety applications in a secure, resource-efficient, and reliable manner. In this paper, we focus on the suitability of DSRC for a class of vehicular safety applications called Cooperative Collision Warning (CCW), where vehicles periodically broadcast short messages for the purposes of driver situational ...

Keywords: DSRC, IEEE 802.11p, broadcast rate, metrics, safety, simulation, transmission range, vehicular communications

43 [Some principles for the effective display of data](#)



Alan Morse

August 1979

ACM SIGGRAPH Computer Graphics, Proceedings of the 6th annual conference on Computer graphics and interactive techniques SIGGRAPH '79, Volume 13 Issue 2

Publisher: ACM Press

Full text available: pdf(1.01 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Since computers can produce output at a high rate, it is often useful for it to put that output in a form that facilitates human analysis. There has been much research on the human factors of displays; from this research, we can evolve principles to guide the effective display of computer output. The two main principles described here are the principle of proportional effect, which guides the encoding of a datum's identity and value, and the principle of least effort, which minimizes the ef ...

Keywords: Computer graphics, Display design principles, Effective data displays, Human factors, Visual data encoding, Visual load

44 A framework for realistic image synthesis



Donald P. Greenberg

August 1999 **Communications of the ACM**, Volume 42 Issue 8

Publisher: ACM Press

Full text available: pdf(277.29 KB)

html(36.92 KB)

Additional Information: [full citation](#), [references](#), [citings](#), [index terms](#)

45 Principles and applications of chaotic systems



William Ditto, Toshinori Munakata

November 1995 **Communications of the ACM**, Volume 38 Issue 11

Publisher: ACM Press

Full text available: pdf(319.90 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

There lies a behavior between rigid regularity and randomness based on pure chance. It's called a chaotic system, or chaos for short [5]. Chaos is all around us. Our notions of physical motion or dynamic systems have encompassed the precise clock-like ticking of periodic systems and the vagaries of dice-throwing chance, but have often been overlooked as a way to account for the more commonly observed chaotic behavior between these two extremes. When we see ...

46 Special session: hierarchical design and design space exploration of analog



integrated circuits: Mixed signal design space exploration through analog platforms

F. De Bernardinis, P. Nuzzo, A. Sangiovanni Vincentelli

June 2005 **Proceedings of the 42nd annual conference on Design automation. DAC '05**

Publisher: ACM Press

Full text available: pdf(811.72 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

We propose a hierarchical mixed signal design methodology based on the principles of Platform-Based Design (PBD). The methodology is a meet-in-the-middle approach where design components are modeled bottom-up at various abstraction levels and performance constraints are mapped top-down to select among the available components the ones that best meet the constraints. The design methodology can seamlessly operate on both analog and digital designs, thus dealing with mixed signal designs in a consi ...

47 Stochastic sampling in computer graphics



Robert L. Cook

January 1986 **ACM Transactions on Graphics (TOG)**, Volume 5 Issue 1

Publisher: ACM Press

Full text available: pdf(4.08 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citings](#), [index terms](#), [review](#)

Ray tracing, ray casting, and other forms of point sampling are important techniques in computer graphics, but their usefulness has been undermined by aliasing artifacts. In this paper it is shown that these artifacts are not an inherent part of point sampling, but a consequence of using regularly spaced samples. If the samples occur at appropriate nonuniformly spaced locations, frequencies above the Nyquist limit do not alias, but instead appear as noise of the correct average intensity. T ...

48 Multimedia document architecture (panel session) ☐

 Stephen Bulick, Terry Crowley, Lester Ludwig, Jonathan Rosenberg
August 1990 **ACM SIGGRAPH 90 Panel Proceedings SIGGRAPH '90**


Publisher: ACM Press

Full text available:  [pdf\(4.35 MB\)](#) Additional Information: [full citation](#), [index terms](#)

49 Postcards: hypermedia for the travel industry ☐

 A. Tejani, V. Konstantinou, P. Morse
November 1993 **Proceedings of the 11th annual international conference on Systems documentation SIGDOC '93**


Publisher: ACM Press

Full text available:  [pdf\(1.08 MB\)](#) Additional Information: [full citation](#), [references](#), [index terms](#)

50 Artificial intelligence for animation: Imitation as a first step to social learning in synthetic characters: a graph-based approach ☐

 D. Buchsbaum, B. Blumberg
July 2005 **Proceedings of the 2005 ACM SIGGRAPH/Eurographics symposium on Computer animation SCA '05**

Publisher: ACM Press

Full text available:  [pdf\(1.72 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#), [review](#)

The processes and representations used to generate the behavior of expressive virtual characters are a valuable and largely untapped resource for helping those characters make sense of the world around them. In this paper, we present Max T. Mouse, an anthropomorphic animated mouse character who uses his own motor and behavior representations to interpret the behaviors he sees his friend Morris Mouse performing. Specifically, by using his own motor and action systems as models for the behavioral ...

51 Session 50: special session: key technologies for beyond the die: Power-centric design of high-speed I/Os ☐

 Hamid Hatamkhani, Frank Lambrecht, Vladimir Stojanovic, Chih-Kong Ken Yang
July 2006 **Proceedings of the 43rd annual conference on Design automation DAC '06**

Publisher: ACM Press

Full text available:  [pdf\(1.43 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

With increasing aggregate off-chip bandwidths exceeding terabits/second (Tb/s), the power dissipation is a serious design consideration. Additionally, design of I/O links is constrained by a complex set of specifications such as voltage levels, voltage noise, signal deterministic jitter, random jitter, slew rate, BER etc. These specifications lead to complex tradeoffs for both circuits and circuit architecture in order to minimize power. This paper presents a design framework that enables the an ...

Keywords: I/O, channel model, convex optimization, power minimization, serial link

52 User Interfaces for Applications on a Wrist Watch ☐

M. T. Raghunath, Chandra Narayanaswami
January 2002 **Personal and Ubiquitous Computing**, Volume 6 Issue 1

Publisher: Springer-Verlag

Full text available:  [pdf\(356.91 KB\)](#) Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)

Advances in technology have made it possible to package a reasonably powerful processor and memory subsystem coupled with an ultra high-resolution display and wireless communication into a wrist watch. This introduces a set of challenges in the nature of

input devices, navigation, applications, and other areas. This paper describes a wearable computing platform in a wrist watch form-factor we have developed. We built two versions: one with a low resolution liquid crystal display; and another wit ...

53 Adaptive hybrid clock discipline algorithm for the network time protocol

David L. Mills

October 1998 **IEEE/ACM Transactions on Networking (TON)**, Volume 6 Issue 5

Publisher: IEEE Press

Full text available:  [pdf\(163.51 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: clock discipline algorithm, computer network time synchronization, feedback control loop, oscillator error modeling

54 Generating training data for medical dictations

Sergey Pakhomov, Michael Schonwetter, Joan Bachenko


June 2001 **Second meeting of the North American Chapter of the Association for Computational Linguistics on Language technologies 2001 NAACL '01**

Publisher: Association for Computational Linguistics

Full text available:  [pdf\(145.87 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)


In automatic speech recognition (ASR) enabled applications for medical dictations, corpora of literal transcriptions of speech are critical for training both speaker independent and speaker adapted acoustic models. Obtaining these transcriptions is both costly and time consuming. Non-literal transcriptions, on the other hand, are easy to obtain because they are generated in the normal course of a medical transcription operation. This paper presents a method of automatically generating texts that ...

55 Why looking isn't always seeing: readership skills and graphical programming

 Marian Petre


June 1995 **Communications of the ACM**, Volume 38 Issue 6

Publisher: ACM Press

Full text available:  [pdf\(631.72 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)


Many believe that visual programming techniques are quite close to developers. This article reports on some fascinating research focusing on understanding how textual and visual representations for software differ in effectiveness. Among other things, it is determined that the differences lie not so much in the textual-visual distinction as in the degree to which specific representations support the conventions experts expect.

56 The multi-Media workstation

 D. Phillips, P. Vais, S. Perlman, K. Lantz, M. Picco

July 1989 **ACM SIGGRAPH Computer Graphics , ACM SIGGRAPH 89 Panel Proceedings SIGGRAPH '89**, Volume 23 Issue 5


Publisher: ACM Press

Full text available:  [pdf\(2.91 MB\)](#) Additional Information: [full citation](#), [abstract](#), [index terms](#)

Good afternoon, ladies and gentlemen. Thank you very much for taking time out from the parties to join us for one of the peripheral activities of SIGGRAPH. As you know, the panel that we're going to be holding this afternoon is entitled the Multi-Media Workstation. Before I make some introductory remarks, I am required to make some administrative remarks.

The first thing is to remind you that the proceedings of all of the panels are being audio taped this year for subsequent ...


57 A TCP/IP network facsimile system built from publicly available software

-  Chane Fullmer, Brent Auernheimer, William L. Morris
April 1992 **Proceedings of the 1992 ACM annual conference on Communications CSC '92**

Publisher: ACM Press

Full text available:  pdf(646.40 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

A network desktop facsimile system was developed from inexpensive hardware and publicly available software. This system allows users on a TCP/IP network to develop documents and have them FAXed without printing out the document and using a manual FAX machine. The desktop facsimile system also receives FAXes. Schemes for electronic routing of incoming FAXes are outlined. The system is written in C and uses TCP/IP network protocols. Existing standards, system development and integration of pu ...

- 58 Low power, low voltage circuits and DC/DC converters: Dithering skip modulator with a novel load sensor for ultra-wide-load high-efficiency DC-DC converters 



Hong-Wei Huang, Hsin-Hsin Ho, Kè-Horng Chen, Sy-Yen Kuo

October 2006 **Proceedings of the 2006 international symposium on Low power electronics and design ISLPED '06**

Publisher: ACM Press

Full text available:  pdf(3.36 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Dithering skip mode with a novel load sensor for DC-DC converters is proposed to maintain a high efficiency over a wide load range. Due to the efficiency drop of the transition from the pulse-width modulation (PWM) to pulse-frequency modulation (PFM), a novel dithering skip modulation (DSM) is introduced to smooth the efficiency curve. Importantly, DSM mode can dynamically skip the number of gate driving pulses, which is inverse proportional to load current. Besides, a novel proposed load sensor ...

Keywords: delay-line chain, dithering skip modulation, load sensing circuit, switching converter

- 59 The IBM Type 702, An Electronic Data Processing Machine for Business 




C. J. Bashe, W. Buchholz, N. Rochester

October 1954 **Journal of the ACM (JACM)**, Volume 1 Issue 4

Publisher: ACM Press

Full text available:  pdf(1.65 MB) Additional Information: [full citation](#), [citings](#), [index terms](#)

- 60 End user computing levels, job motivation and user perceptions of computing outcomes: a field investigation 



Robert M. Barker, Andrew L. Wright

April 1997 **Proceedings of the 1997 ACM SIGCPR conference on Computer personnel research SIGCPR '97**

Publisher: ACM Press

Full text available:  pdf(1.31 MB) Additional Information: [full citation](#), [references](#), [citings](#), [index terms](#)

Keywords: end user computing, job redesign

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[PDF] Application of minimal radial basis function neural network to ...

achieve generalization of the network **random noise** was added. to signals while **generating training** sets. After the training. phase was over, the performance ...

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[PDF] Self-organizing map for mobile location estimation in DS-CDMA ...

BS transmits a distinct pilot signal for pseudo-**random noise** Step 1: **Generating training** data. It is crucial to generate ...

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6 is a GA1 learning curve for nonlinear filter with uniform **random noise** input.; In order to **generate training** examples for the machine learning mode, ...

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Systems and methods for detecting text - Patent 20060222239

For example, **dithering** patterns pose various challenges to text detection in images, to facilitate **generating/training** an initial boosted classifier, ...

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by Yaochu Jin - 2003 - Computers - 271 pages

By jitter, it is meant to deliberately add **random noise** to the inputs of ... is to select data actively in **generating training** data so that the learning ...

books.google.com/books?isbn=3790815373...

[PDF] Look Up Table(LUT) Method for Halftone Image Watermarking

In ordered **dithering**, a continuous-tone image is thresh- Baharav, Z. and Shaked, D.; Watermarking of **dither** halftoned images. Proceedings of ...

www.springerlink.com/index/3MT9VVGMTFCELAJ3.pdf - [Similar pages](#)

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The method applies. adaptive **dithering** to the MRC encoder and then performs a. nonlinear prediction in the MRC decoder. Both the **dither**- ...

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Abstract:: When grayscale images are halftoned using ordered **dither** masks, However, **generating training** data for these systems (most often based on ...

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[PDF] Innovative quality process control via cellular neural networks ...

dramatically changes depending on the presence of **random noise** (Ghanim and Ludeman,. 1997). Autocorrelation is another critical **generate training** data ...

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[PDF] Learning from Aggregate Views

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We then **generate training** examples from this. tree, and add an additional 12 attributes of **random noise**. Each training example thus has 20 attributes. After ...

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EP925541 Siemens european software patent - Method and device for ...

The transient structure of the **random noise**, however, ... It is known from document [4] to **generate training** data by introducing additional noise. ...

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fusion procedure, which produces a homogeneous **dither** pattern. along the edge. This RER **dithering** procedure is controlled by the parameter ...

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[PDF] Mobile location estimation for DS-CDMA systems using self ...

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Step 1: **Generating training** data. It is crucial to. generate a rich set of training data of the ... and δx ; y_P is the location to **generate training** data. ...

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Adaptive antenna array for mobile communication - US Patent 6369758

... generator 54 for selectively **generating Training** Symbols TRS I and TRS II. pseudo wide band **random noise** is a proper choice for designing the ...

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3.6 **Generating training** material. Two programs were built to automatically **generate training** and testing data for C4.5 and RIPPER. ...

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[PDF] Artificial Neural Network Embedded Kalman Filter Bearing Only ...

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Correct modeling of the system's **random noise** is crucial to ... **generate training** plans over a number of samples and store these values in a file. ...

med.ee.nd.edu/MED7/med99/papers/MED077.pdf - [Similar pages](#)

[PDF] FCS Seminar 3: Networks in Matlab

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2.1 **Generate training**-target vectors and store in matrices What happens if you add some uniformly distributed **random noise** s in the range $[-0.05, 0.05]$...

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Automatic detection of lack of fusion defects in CO laser gear ...

A typical welding run for the purpose of **generating training** samples consisted of the ... a randomized training set by adding **random noise** to the inputs. ...

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[PDF] Boltzmann machines that learn to recognize patterns on control charts

parameter values was used to **generate training** data. The tend to be more significant as the **random noise** in patt- erns increases given $c = 0.05$

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[PS] Performance Characterisation in Computer Vision: The Role of ...

File Format: Adobe PostScript - [View as Text](#)

rotation involves repeatedly **generating training** and test sets by random operations, and assume that images have uniform independent **random noise**, ...

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a pure **random noise** field to make such an assumption correct. The surprising above, one would have to **generate training** data for each sign language ...

www.iop.org/activity/groups/subject/comp/News/file_7185.pdf - [Similar pages](#)

[PDF] Texture classification using a polymer-based MEMS tactile sensor

texture variation and **random noise**. Using a 4 × 4 sensor array, a variety of **generate training** data histograms for each texture to allow ...

www.iop.org/EJ/article/0960-1317/15/5/003/jmm5_5_003.pdf - [Similar pages](#)

[PDF] Neural Systems for Solving the Inverse Problem of Recovering the ...

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hysteresis is built for the purpose of **generating training** and **random noise** with normal distribution. The sample time is ...

www.aut.ac.nz/resources/research/research_institutes/kedri/downloads/pdf/kasvenmin2.pdf

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[PDF] Artificial neural network for the determination of Hubble Space ...

iterative and does not **dither** parameters; rather the **generating training** data and training the network. could be accomplished in a 24-h period on a PC ...

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[PDF] Recognition of control chart concurrent patterns using a neural ...

Monte-Carlo simulation approach was used to **generate training** data sets ... or **random 'noise'** (generated by the Polar Method, see Law and Kelton 1982), and ...

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rotation involves repeatedly **generating training** and test sets by random partitions of algorithm preserves uniform **random noise** in the output image. ...

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Initially, we have used this tool to **generate training** data. for our learning algorithms. is affected by **random noise** then it is straightforward to see ...

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... together with target structure, **random noise** and the influence of air were encoded using TDSC and used to **generate training** and test data sets. ...

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("generate training" OR "generating"

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